

# *LIGHT CITY: ONE SHOT*



FOR USE WITH  
SWORDS & WIZARDRY  
LIGHT

## *THE ANGEL*

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In this issue of Light City One Shots (yes I realize the name doesn't make as much sense now), we take a look at a self-sacrificing hero, the angel. Being celestial warriors, they can hold their own in battle. In addition they have very powerful healing powers and can bring back the dead, but this comes at a great personal cost.

## The Angel

Though it is rare, members of the Heavenly Host can leave the choirs and come to Earth. This most often happens because they have fallen in love with a mortal. While they are free to leave, they are forever barred from returning and forced to become mortal. While they are no longer truly divine, their souls are still noble and most take up arms to protect their new mortal brethren. Their angelic heritage can be passed on to their offspring.

| Level | HD  | BHB | Save |
|-------|-----|-----|------|
| 1     | 1   | +1  | 14   |
| 2     | 2   | +1  | 13   |
| 3     | 2+1 | +2  | 12   |
| 4     | 3   | +2  | 11   |
| 5     | 4   | +3  | 10   |
| 6     | 4+1 | +3  | 9    |
| 7     | 5   | +4  | 8    |



Angels may use any archaic weapons or armor. They do not use firearms or energy weapons. They may add their strength bonus to all to-hit and damage rolls in melee. Angels add their Strength to all to-hit and damage rolls.

*Flight:* Angels may fly at twice their running speed.

*Detect Evil:* By concentrating for 3 rounds, the angel can sense evil creatures, enchantments, and auras (as the spell *Detect Good or Evil*).

*Empathic Healing:* Angels may cast *Cure Wounds I* once a day (per level). However any damage they heal, they take themselves. Starting 3rd level they may permanently cure blindness and other afflictions (as well as allow limbs to regrow). However whatever affliction they heal, they themselves will suffer from. Finally at 7th level they may bring others back from the dead, but this comes at the cost of their own lives.

*Code of Honour:* Angels who willingly commit evil acts lose their empathic healing and ability to detect evil. In addition, those that commit truly vile acts lose their wings (as they rot to stumps). It is possible for a fallen angel to regain their abilities through acts of true sacrifice and grace.





# The Wandering Nephil

## Level 7 Angel

**Real name:** Nathaniel Avery

**First appearance:** *Light City Blues #3 (September 1972)*

**STR** 16 (+1)

**INT** 10

**DEX** 13

**WIS** 12

**CON** 12

**CHA** 15 (+1)

**5 HD** (18 HP)

**Saving Throw** 8

**AC** 7[12] (light body armor)

**Attacks:** *Smiter* (+1 long sword), +6 to hit, 1d6+2 damage

The son of the exiled angel and wild west gunslinger, Avarialus, Nathaniel Avery always knew he was different. As he grew older he learned of his true nature from his mother and stepfather. Taking up his biological father's sword and calling himself the Wandering Nephil, he took to the skies of Light City and dedicated his life to protecting the city. While he is a solo hero, he understands the value of teamwork and is friends with Hippolyta and the heroes known as The Association.

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